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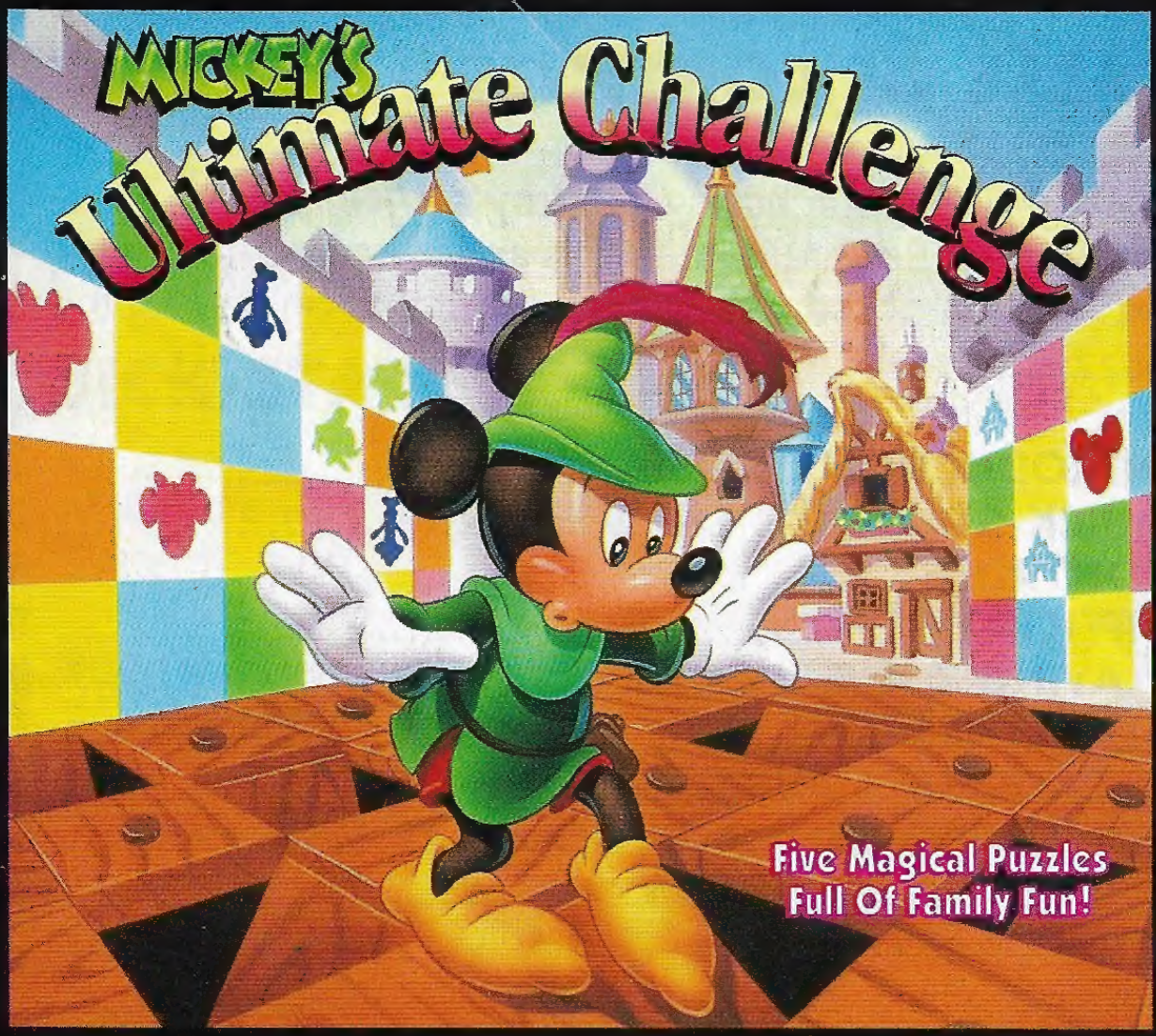


# INSTRUCTION BOOKLET

HI TECH EXPRESSIONS

SUPER NINTENDO ENTERTAINMENT SYSTEM

***WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.***

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Thank you for purchasing ***Mickey's Ultimate Challenge***. Be sure to read this entire booklet for an explanation of the game and helpful tips on solving the puzzles.


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# INTRODUCTION



Things are bleak in Beanwick! The sky is rumbling and nobody knows why. If Mickey/Minnie can prove themselves to the citizens of Beanwick, they'll earn the right to find out what's up in the clouds. But, five mind-boggling puzzles stand in their way. They'll need all their wits--and a lot of help from you--to solve the puzzles and the mystery in the sky!

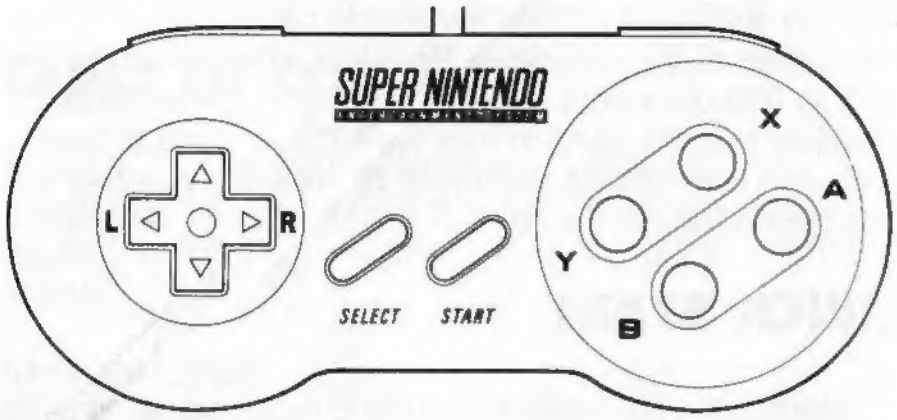
# QUICK START

1. Make sure your Super Nintendo Entertainment System® is off.

2. Insert the Game Pak into your Super Nintendo Entertainment System.

3. Turn on the power. The title and introductory screens will appear. Press any button on your Control Pad to quickly move through this sequence, choose Mickey or Minnie, pick a difficulty level and begin the game.

# CONTROLS 4




Use the Control Pad to move Mickey/Minnie left or right. Press down to make Mickey/Minnie duck.

Press **A BUTTON** to make Mickey/Minnie jump.
Press **B BUTTON** for super high jumps.
Press **Y BUTTON** for special actions like "dusting" the portraits in Daisy's Art Gallery.

To view your inventory while on the castle map, press **START**. To resume game, press **START** again.

Press **SELECT** to exit a stage at any time.

# DIFFICULTY LEVELS 5

There are three difficulty levels to choose from: Cake, Medium and Challenging. The level determines the difficulty of the individual puzzles. Control Pad movements are similar for all three levels.

- **CAKE:** Puzzles suitable for children in grades K-3.
- **MEDIUM:** Puzzles for players in grades 4-9.
- **CHALLENGING:** For adult players.

# PLAYING THE GAME

The objective of the game is to solve all the puzzles, collect objects that belong to Donald, Daisy, Goofy, Horace and Huey, Dewey and Louie and return the objects to their owners in exchange for magic beans. Once all the magic beans have been put into the Wishing Well, you can climb the beanstalk and complete the game.

The locations in and around the Castle of Beanwick can be visited in any order you wish. When you return to a chamber you've visited before, you can elect to solve the puzzle again or give an object and get a magic bean in return.

To give an object, move the arrow over the item you wish to give and push the **B button**.

- **CAKE:** Citizens of Beanwick automatically get their appropriate item.
- **MEDIUM/CHALLENGING:** Players decide which item is most useful for each citizen.

# STATUS SCREEN

When Mickey/Minnie appears outside the castle, press **START** to display a Status Screen. The screen will show which items have been collected and how many have been exchanged for magic beans.

# LOCATIONS & PUZZLES

## HORACE'S LIBRARY

The library is a mess! All the books are mixed up and Horace needs help sorting them out.

**Cake and Medium Levels:** Find the books with letters and place in alphabetical order by jumping on them.

**Challenging Mode:** Guess the 8-letter word.

There are eight letters to find in each level. In the Medium and Challenging modes, a book "platform" is removed for each wrong letter entered--making the game even more difficult.

**CONTROLS: B Button** jumps Mickey/Minnie from book to book. Control Pad moves player left or right.

When the books are in order, Horace thanks Mickey/Minnie and gives them a book of spells.



## DAISY'S ART GALLERY

The paintings in the gallery are so dusty, you can't even see them. Mickey/Minnie volunteers to clean them using a ladder and a feather duster. As paintings are uncovered, it's up to Mickey/Minnie to match each with it's identical twin. As each pair is "dusted" off, they remain clean. But, Mickey/Minnie will have to work fast because they must finish before the lamps in the gallery burn down and it gets too dark to see. The higher the difficulty level, the more paintings Mickey/Minnie has to dust.

**CONTROLS:** Control Pad moves Mickey/Minnie up and down the ladder and the ladder left and right. Press **Y Button** to "dust".

When all the paintings are clean, Daisy thanks Mickey/Minnie by giving them a gold bar.

## DONALD'S WIZARD TOWER

When Mickey/Minnie enters the Tower, Donald is practicing a shrinking spell. Oops! Sorry, Mickey! Now you're the size of a chess piece! To reverse the spell, you'll have to push some special potions across Donald's chess board into the magic mirror. Once you've cleared enough boards at your difficulty level, you'll be full-size again.

**CONTROLS:** Control Pad moves Mickey/Minnie up, down, left and right.

To apologize for shrinking Mickey/Minnie, Donald gives them a pair of spectacles.

## GOOFY'S BLACKSMITH SHOP

Goofy thinks he can stump Mickey/Minnie with a game of "Guess What's in My Tool Box." Mickey/Minnie uses a hammer to make guesses about which of Goofy's tools are in the box and in what order. After each guess, Goofy tells them how many of his guesses are right: which are the right tools and which are in the right order. These answers are displayed as Mouse Symbols: RED for right tool, wrong order and GREEN for right tool, right order. In the Cake Mode, correct guesses will be highlighted, too. Mickey has 7 guesses to get all the right tools in the right order.

> **CONTROLS:** Control Pad cycles the stamp through the available tools by pressing up or down. Moving left or right on the Control Pad moves stamp left or right. The **Y Button** "hammers" the selected tool into place. When you've made your guesses, move the stamp all the way to the right, highlighting "OK". Press **Y Button** and Goofy will tell Mickey/Minnie which tools they guessed right.

After solving enough games, Mickey/Minnie wins and gets the hammer as the reward.

## HUEY, DEWEY AND LOUIE'S DRAWBRIDGE

The drawbridge in the Castle of Beanwick is water-powered and to unstick it, Mickey/Minnie must jump on the five different pumps in a special order. The pumps show Mickey/Minnie the right pattern by lowering and



lighting up. Mickey/Minnie must then duplicate the sequence to get water to flow. The sequence then repeats and adds one more step. Mickey/Minnie must continue to jump on the pumps in the right order until the bridge indicator tells you the bridge is all the way down.

> **CONTROLS:** Control Pad moves Mickey/Minnie left and right. **B Button** makes Mickey/Minnie jump. The **A Button** is used to speed things up in this puzzle.

Huey, Dewey and Louie are so happy when the bridge is down, they give Mickey/Minnie a glass slipper.

# COLLECTING THE MAGIC BEANS

When Mickey/Minnie completes a task or solves a puzzle, they're given a reward: a gold bar, spectacles, glass slipper, hammer or book of spells. Each of these objects belongs to one of the Castle dwellers. When Mickey/Minnie returns the object to its rightful owner, you'll be given a magic bean. There are five magic beans in all. Only when all have been collected can you move to the final phase of the game.

# SOLVING THE MYSTERY 10

When Mickey/Minnie have successfully solved all five puzzles, returned the five objects to their owners, all they will have to show for their efforts is five beans. But, the beans are proof that Mickey/Minnie is a worthy champion for the Kingdom of Beanwick. So, it's off to the Wishing Well. Throw the beans in and get ready for **MICKEY'S ULTIMATE CHALLENGE!**

# 90-DAY LIMITED WARRANTY

Hi Tech Expressions™ warrants to the original consumer purchaser that Game Pak including Game Pak accessories shall be free from defects in material and workmanship for a period of 90 days from date of purchase.

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If our technician determines that the Game Pak is defective, we will replace it or refund your purchase price at our option.

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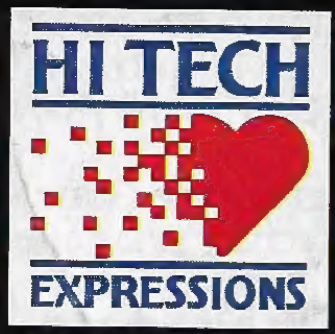


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